Subject: Re: crap after generating vis
Posted by Yrr on Fri, 31 Aug 2007 10:12:23 GMT
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Ryu wrote on Fri, 31 August 2007 10:19I'm pretty sure there will be away to stop people 'stealing' your map with Yrr's tool, For instance, You place a certain object on your map, When Yrr's tool is remaking the .lvl, It notices the object on the map and aborts.

That's something I thought about, too, but it wouldn't solve the problem with maps that already exist.

I don't see a problem in getting .lvl files for other people's maps. Even without the .lvl file you can argue that a map is your own (e.g. if the original map maker lost it).
Additionaly, there are things which cannot be rebuild from the final map.
The .lsd file (terrain) can already be renamed to a .lvl file to open it, so it would anyway affect dynamic objects only, which could be placed by hand.

Re-editing maps will become more interesting when there is an anutomatic map-downloader